1989-1990 CATALOG

EXPLORE FANTASTIC NEW WORLDS OF COMPUTER GAMING

Presenting the entire line of SSI computer games including ADVANCED DUNGEONS & DRAGONS® computer products.

SSI™

STRATEGIC SIMULATIONS, INC.®

NEW GAMES

TSR, Inc.

NOW AVAILABLE: IBM, C-64/128, APPLE II.

By SSI Special Projects Team

Fight to control your own destiny!

After you saved the entire city of Phlan and located the Pool of Radiance, a simple trip to Tilverton should have been as easy as a noon-day stroll. But it wasn't...

Ambushed, captured, and knocked unconscious, you awake with no idea who attacked you or how you arrived in Tilverton. You only know that five azure-blue symbols are imprinted just under the skin of your right arm.

The mystical power of the azure symbols ensnares your will like metal bonds! And when the bonds glow, you must do as they command. No magic dispels the bonds and no cleric's prayers remove them.

Your only hope: search the Forgotten Realms for members of the alliance who created the bonds and regain control of your own destiny. Only then can you be free of the Curse of the Azure Bonds.

"YOU SHALL SERVE EACH OF US IN TURN: THE WIZARD IN RED, THE WOMAN IN GREEN AND THE LORD OF BLACK. FINALLY, YOUR SOULS QUENCHED, YOU SHALL BE PAWNS OF THE FLAMED ONE."
PRESS <RETURN> TO CONTINUE.

IBM DISPLAY

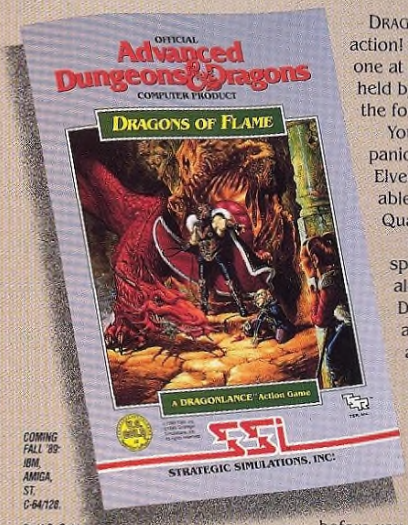
Free your characters from the power of the New Alliance and their evil curse.

IBM DISPLAY

Tactical combat gives you full control over your arsenal of weapons and magic.

NEW GAMES

TSR, Inc.



COMING FALL '89: IBM, AMIGA, ST, C-64/128.

By U.S. Gold.

DRAGONS OF FLAME explodes with action! Control up to ten Companions, one at a time. Your quest: rescue slaves held by the ravaging Dragonarmies in the foul fortress of Pax Tharkas.

Your journey begins as the Companions explore the wilderness of the Elven Mosaic where they gain valuable allies — the mysterious elves of Qualinesti.

Each Companion has different specialized skills. Use them wisely along the way to evade evil Draconian patrols. Keep one step ahead of the malevolent Dragonarmies while battling dragons, griffons, wraiths, zombies and scores of other monsters!

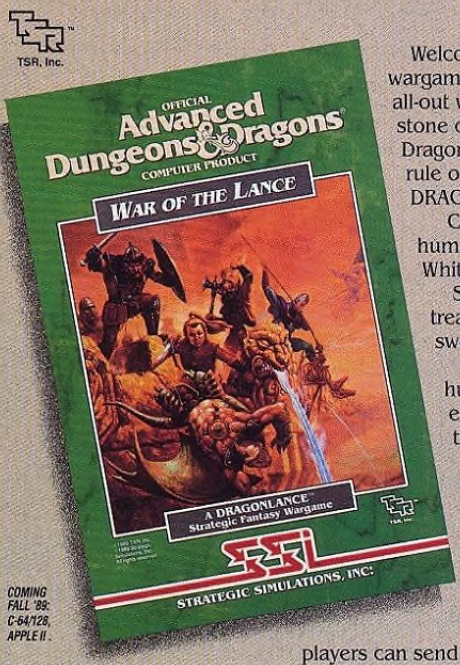
The terrors of the journey, however, pale in comparison to the sheer horror of your destination. The impenetrable fortress of Pax Tharkas looms before you, crackling with vile energy.

Remember, all the sizzling action happens in real time and in colorful animation. Your wits and reflexes better be sharp. In this game, you're either quick...or you're dead.

Tanis confronts a troll before the throne in the Hall of the Ancients.

While traveling through the wilderness, Sturm encounters an evil Draconian.

NEW GAMES



COMING FALL '89: C-64/128, APPLE II.

By David Landrey

Welcome to the first AD&D® computer wargame. Prepare for fierce battles and all-out war when the forces of Whitestone clash against the evil Highlord Dragonarmies. The prize: absolute rule over all Ansalon in the DRAGONLANCE® game world of Krynn.

Choose sides against another human opponent, or command Whitestone against the computer.

Send forth your diplomats to forge treaties and gain the allies that will swell the numbers of your troops.

When words fail, armies of humans, draconians, dwarves, elves, dragons, and other creatures may prove more persuasive.

See armies move across the lands of Ansalon using the strategic map, or zoom into the overview map to direct the war on a tighter scale. Select the tactical view to watch details of the battle unfold.

During the course of the game, players can send groups of champions on quests to discover magic items. Dragonlances, good dragons, dragon orbs and gnomish technology may help to defeat the enemy.

Enough talk. Let the war begin!

Highlord Dragonarmies make an assault on Qualinost, capital of the Elven nation of Qualinesti.

Whitestone moves units in Solanthus, preparing for the Highlord onslaught.

AD&D® GAME UTILITIES

DUNGEON MASTERS ASSISTANT, VOLUME II: CHARACTERS & TREASURES is SSI's latest time saver for Dungeon Masters (DMs). No longer is it necessary to spend hours populating a town or generating player characters or henchmen. Speed up your game immeasurably by generating detailed player or non-player characters, and large treasure hoards, in moments!

SHORTSWORD +2: OF QUICKNESS
LONGSWORD +1: CURSED
LONGSWORD +3
LONGSWORD OF THE PLANES (NEUTRAL GOOD;
SPEECH & TELEPATHY; LANGUAGES 5; ESCAPE;
DETECT INVISIBLE; RADIOS; DETECT TRAPS
OF LARGE SIZE IN A 10' RADIUS; DETECT
INVISIBLE OBJECTS IN A 10' RADIUS;
1 BLOW PER USE; 1D6+3 PP; EGO 11
LONGSWORD +4: DEFENDER
BROADSWORD +2: CURSED BERSERKING
SHORTSWORD +4: DEFENDER
(<-)-(->)CURSOR UP; DOWN, LEFT, RIGHT
(CTRL-D) DELETE, (CTRL-P) NEW PARAGRAPH
(CTRL-Q) QUIT, ANYTHING ELSE TO INSERT
APPLE II DISPLAY

Every facet of character generation, from languages and spell lists to class and racial abilities, is accounted for. All character classes, including multi-class characters, can be rolled up in a snap and will appear on ready-made character sheets with all the pertinent information ready to use. You can even print these sheets for instant use.

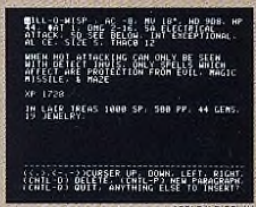
AVAILABLE NOW:
APPLE II, C-64/128.
COMING WINTER '89/'90:
IBM.

By Al Escudero, James Ward, & David Wong

All magic items from the AD&D® *Dungeon Masters Guide* and *Unearthed Arcana*, plus all treasure types from the *Monster Manual* and *Monster Manual II*, can be generated with this powerful program. By letting the computer do most of the number-crunching work, such time consuming chores as creating large numbers of gems, jewelry, or intelligent weapons become simple tasks.

Harness the power of the computer with this versatile utility — spend less time in preparation and more time enjoying AD&D® game play.

SSI's DUNGEON MASTERS ASSISTANT, VOLUME I: ENCOUNTERS is the original computer-aid for Dungeon Masters. With thousands of separate encounters, monsters and characters provided, it can reduce game prep time by several hours per session. DMs can modify the existing data or add original monsters and encounters to the database!



APPLE II DISPLAY

AVAILABLE NOW:
APPLE II, C-64/128, IBM.

By Paul Murray, Victor Penman & James Ward.

And the database is prodigious indeed: Over 1000 encounters and over 1300 monsters and characters, including all monsters from the AD&D® *Monster Manual I* & *Monster Manual II*. Monster records and encounter printouts total several hundred pages! (A printer is *not required* in order to use this product: data can also be output to disk or screen!)

NEW GAMES

In 1941 Hitler looked to the East. He saw the vast resources of the Soviet Union, the broad Russian bread basket in the Ukraine, oil in the Caucasus mountains. The great prize that was Russia would be his for the taking. German intelligence revealed that Stalin was reorganizing the Soviet military. Soon, the uneasy peace on the Eastern Front would be shattered. If Russia was to be taken, now was the time to act.

IBM DISPLAY

On June 22, 1941, Hitler acted: Operation Barbarossa was launched and for six long months German troops plowed through the Soviet Union — only to be stopped by Russian stalwarts at the very gates of Moscow!

COMING WINTER '89/'90: IBM.

By Gary Grigsby.

SECOND FRONT™ is a division-level strategic game on a grand scale. The map extends from Berlin in the West to Stalingrad in the East, and covers the entire Russian Front. Each player starts with over 150 Divisions, with asset information available to the individual tank, plane and infantry squad level.

SWORD OF ARAGON™ is a fantasy game that gives you more than flashing swords and arcane sorcery. It is also a strategy game that requires plotting and planning if you are to win.

Raise and equip an army of bowmen, cavalry, infantry, mages and priests. Hire mercenaries if you must. Just remember that, even in a magical world, you still have to deal with the harsh realities of limited budgets and resources.

IBM DISPLAY

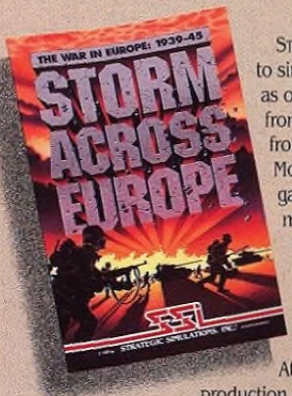
Lead your army against the demonic rulers of the Eastern Realms — while defending Aladda against the plundering raids of Goblin hordes. Move across the strategic map and zoom into the tactical map when it comes to battle against human and inhuman monsters. Your warriors, knights and rangers fight with swords, bows and lances while the priests and mages wield magic spells. You, however, must make the right decisions if your forces are to be victorious.

AVAILABLE NOW: IBM.

By Russell Shilling & Kurt Myers.

The task that lies ahead is daunting. But the rewards are great. Imagine how glorious it will be to sit on the Emperor's Throne and call all of Aragon yours!

NEW GAMES



STORM ACROSS EUROPE™ is a fast, exciting game that allows you to simulate World War II on a grand strategic scale — in as little as one evening! Every part of that raging conflict is covered — from North Africa to Sweden, from Gibraltar to the Ural Mountains in Russia. Each game turn represents three months of action.

C-64 DISPLAY

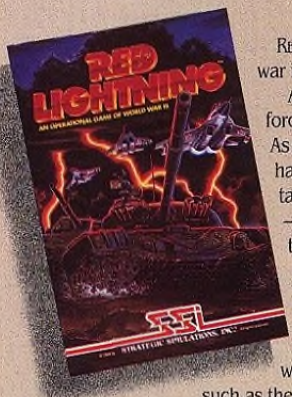
You control every facet of the war. Move armies across the map to conquer territory. Mount amphibious landings. Launch huge U-boat campaigns in the Atlantic. Carry out strategic bombing strikes against enemy production centers. Send raiding fleets to cripple your opponent's shipping. And drop paratroop forces on enemy positions.

AVAILABLE NOW:
C-64/128.
COMING WINTER '89/'90:
IBM.

By Dan Cermak.

While the battle rages, you must constantly juggle limited resources between production and advanced research.

Multiple scenarios and the ability to change starting levels for each country allow for endless variations. Up to three players can play this game, with the computer able to control the Allies and/or the Russians.



RED LIGHTNING™ is SSI's explosive depiction of the potential war in central Europe between NATO and the Warsaw Pact.

As the Soviet player, your mission is to sweep aside NATO forces and capture the Ruhr. As the NATO commander, you have the more challenging task of repelling the invasion — while attempting to maintain the alliance in the face of mounting casualties.

ATARI ST DISPLAY

Painstaking military research by our game designers makes this simulation as advanced as the weapon systems used in modern land and air combat — such as the Soviet T-80 tank and the U.S. F-117 Stealth Bomber.

AVAILABLE NOW:
IBM,
ST,
AMIGA.

By Norman C. Koger, Jr.

Any Soviet aggression will surely extend to Norway, Iceland and the North Atlantic. The battles in these regions greatly affect the outcome of the war in West Germany and are fully accounted for in this game.

Three scenarios, five difficulty levels and multiple options challenge the avid wargamer to explore the myriad possible outcomes should World War III erupt!

FANTASY, SCI-FI & Advanced Dungeons & Dragons COMPUTER PRODUCTS

Lead an army of heroic warriors, knights, and mages to conquer the mystical land of Aragon. Plotting and planning are as important as sword and sorcery in this fantasy wargame!

IBM DISPLAY

IBM.
By Russell Shilling & Kurt Myers.

More than a sequel to PHANTASIE I and II, this is the final confrontation between your band of six and the Dark Lord Nikademus and his army of vile beasts and creatures.

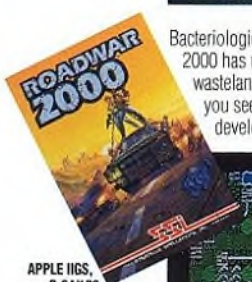
APPLE II DISPLAY

APPLE, C-64/128, ST, IBM, AMIGA.
By Doug Wood.

Mesron, the Great Wizard, sends you on a journey into the past to prevent the six Mad Sorcerors from creating the Evil Book of Magic. IBM version includes a 3½" disk.

C-64/128 DISPLAY

APPLE, APPLE IIGS, IBM, C-64/128, ST, AMIGA.
By John & Charles Dougherty & Westwood Assoc.

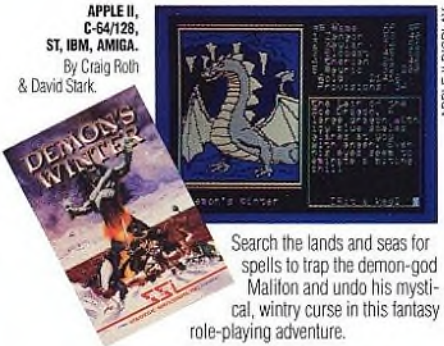


Bacteriological warfare in the year 2000 has reduced the U.S. to a lawless wasteland. As a road gang leader, you seek 8 scientists who can develop a cure!

APPLE II DISPLAY

APPLE IIGS, C-64/128.
By Jeff Johnson.

APPLE II, C-64/128, ST, IBM, AMIGA.
By Craig Roth & David Stark.



APPLE II DISPLAY

Search the lands and seas for spells to trap the demon-god Malifon and undo his mystical, wintry curse in this fantasy role-playing adventure.

IBM.
AMIGA, (Fall '89).
By Doug Wood.

IBM DISPLAY

Your 8 Star Troopers must destroy a band of intergalactic pirates and battle an invading insectoid race. IBM version includes a 3½" disk.

IBM, ST.
AMIGA, (Fall '89).
By Norman C. Koger, Jr.

ATARI ST DISPLAY

Control of a vital star cluster is at stake in this futuristic strategy game of exploration, economic power and military conquest. IBM version includes a 3½" disk.

APPLE II, C-64/128, IBM. MAC, ST, AMIGA, APPLE IIGS, (Fall '89).
By SSI Special Projects Team.

C-64/128 DISPLAY

AWARD WINNER

Best Fantasy or Science Fiction Computer Game, 1989 Origins. 1989 GEN CON® Gamers' Choice Award-Best Fantasy Computer Game.
APPLE disk is 128K.

IBM, C-64/128. ST, AMIGA, (Fall '89).
By Westwood Assoc.

IBM DISPLAY

HILLSFAR — think and move in real time as you explore this exhilarating city, meet its colorful inhabitants on the streets or in pubs, and find a quest!

IBM, C-64/128, APPLE II.
By SSI Special Projects Team.

IBM DISPLAY

CURSE OF THE AZURE BONDS — Fight to free your characters from the power of the New Alliance and their evil curse! **APPLE disk is 128K.**

C-64/128, IBM, ST, AMIGA.
By U.S. Gold

ATARI ST DISPLAY

HEROES OF THE LANCE — The DRAGONLANCE® game world of Krynn comes alive in this exciting action game. Retreive the Disks of Mishakal from the ruins of Xak Tsaroth.

DUNGEON MASTERS ASSISTANT, Vol. I: Encounters — a utility program designed to help Dungeon Masters generate encounters for AD&D® game campaigns.

APPLE II, C-64/128, IBM.
By Paul Murray, Victor Penman & James Ward.

APPLE II DISPLAY

DUNGEON MASTERS ASSISTANT Vol. II: Characters & Treasures — generate characters and treasures quickly and easily for AD&D® game campaigns with this utility program.

APPLE II, C-64/128. IBM, (Winter '89/'90).
By Al Escudero, James Ward & David Wong.

APPLE II DISPLAY

DRAGONS OF FLAME — Red-hot action in the DRAGONLANCE® game world. Rescue slaves held by the Dragonarmies in the vile fortress Pax Tharkas.

C-64/128, IBM, ST, AMIGA, (Fall '89).
By U.S. Gold.

ATARI ST DISPLAY

WAR OF THE LANCE — in SSI's first DRAGONLANCE™ computer wargame, when war erupts over the lands of Ansalon, you don't just move characters…you move entire armies!

APPLE II, C-64/128, (Fall '89).
By David Landrey.

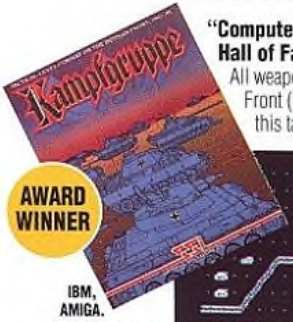
APPLE II DISPLAY

WARGAMES

The most detailed Russian Front simulation ever! Relive the invasion of Russia as Hitler unleashes "Operation Barbarossa" in this grand scale, division-level, strategic game.

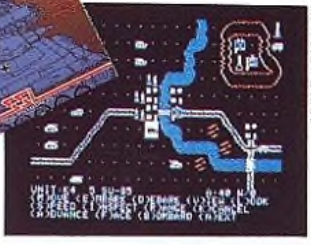
IBM DISPLAY

IBM, (Winter '89/'90).
By Gary Grigsby.



"Computer Gaming World" Hall of Fame Award, 1988.
All weapons used on the Russian Front (1941-45) are rated in this tactical game.

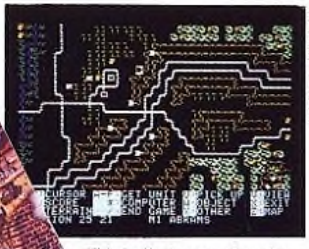
AWARD WINNER



APPLE II DISPLAY

IBM, AMIGA.
By Gary Grigsby.

APPLE II, C-64/128.
By Gary Grigsby.



APPLE II DISPLAY

This tactical game of modern land warfare includes nearly every weapon in the modern arsenal — and some that are still in development!

"Computer Gaming World" 1988 Strategy Game of the Year. Also 1987 Charles Roberts Award, Best 20th Century Computer Wargame.

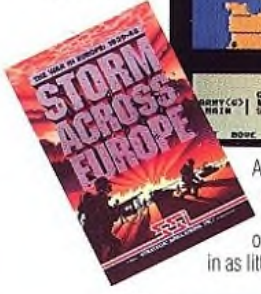
AWARD WINNER

APPLE II DISPLAY

APPLE II, C-64/128.
By Gary Grigsby.

C-64/128. IBM, (Winter '89/'90).
By Dan Cermak.

C-64/128 DISPLAY



A fast, exciting game, STORM ACROSS EUROPE™ allows you to simulate World War II on a grand strategic scale — in as little as one evening!

This sequel to our best-selling PANZER STRIKE!™ game features powerful construction-set flexibility and the addition of American and Japanese forces.

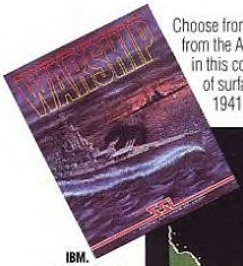
APPLE II DISPLAY

APPLE II, C-64/128.
By Gary Grigsby.

IBM, ST, AMIGA.
By Norman C. Koger, Jr.

ATARI ST DISPLAY

An explosive depiction of the potential war in Europe between NATO and the Warsaw Pact. Three scenarios, five difficulty levels and multiple options challenge the avid wargamer!



Choose from 79 classes of warships from the Allied and Japanese fleets in this comprehensive simulation of surface naval warfare from 1941-1945.

APPLE II DISPLAY

IBM.
By Gary Grigsby.

C-64/128 DISPLAY

C-64/128, IBM.
By John Gray.

Lead the first daylight B-17 bombing raids over Nazi Europe in October of 1942. How many of the daring combat missions can you survive?

Play games that you design! Create your own maps, troops, weapons and battles unfettered by time and reality! Includes eight ready-to-play games (Five solitaire, three 2-player).

ATARI DISPLAY

ATARI, C-64/128, IBM, ST.
By Roger Damon.

APPLE II DISPLAY

IBM.
By David Landrey & Chuck Kroegel.

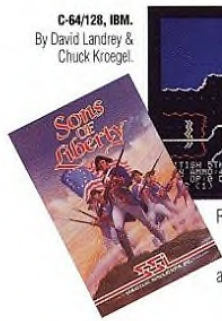
The Battle of Shiloh was Grant's first real trial by fire. It was a see-saw affair that could have gone either way. Now you determine the outcome.

"Computer Gaming World" Hall of Fame Award, 1988. Also 1986 Charles Roberts Award, Best Military/Strategy Computer Game.

AWARD WINNER

APPLE II DISPLAY

APPLE II, C-64/128, IBM, AMIGA.
By David Landrey & Chuck Kroegel.



APPLE II DISPLAY

C-64/128, IBM.
By David Landrey & Chuck Kroegel.

Refight three historical battles of the American Revolution: Bunker Hill, Saratoga, and Monmouth.

"Computer Gaming World" 1989 Wargame of the Year. Also 1988 Charles Roberts Award, Best Pre-20th Century Computer Game.

AWARD WINNER

APPLE II DISPLAY

APPLE II, C-64/128. *IBM, (Winter '89/'90).*
By David Landrey & Chuck Kroegel.

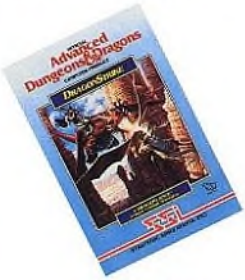
COMING IN 1990

CHAMPIONS OF KRYNN: The first fantasy role-playing epic set in the legendary DRAGONLANCE® game world.

DRAGONSTRIKE: A flight simulator that allows you to ride the mighty dragons of Krynn into fierce combat!

RENEGADE LEGION INTERCEPTOR: FASA's ship-to-ship space combat game comes to your computer.

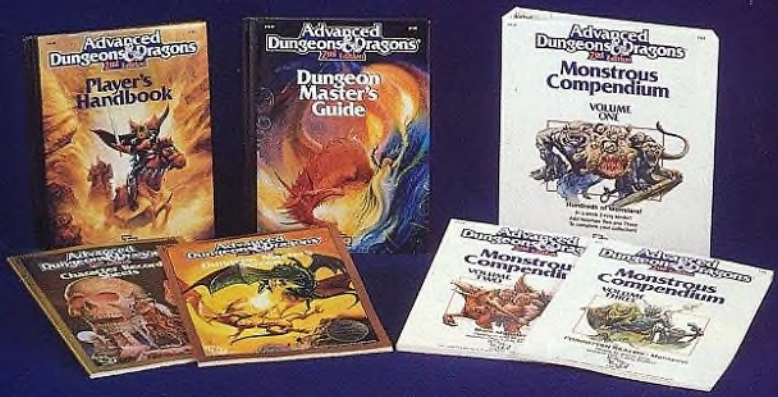
CHAMPIONS OF KRYNN
A DRAGONLANCE™ Fantasy Role-Playing Epic, Volume 1



DRAGONSTRIKE
A DRAGONLANCE™ Dragon Combat Simulator

RENEGADE LEGION INTERCEPTOR

TSR MAKES THE BEST EVEN BETTER!



❖ **PLAYER'S HANDBOOK.** The indispensable encyclopedia of fantasy role-playing.

❖ **DUNGEON MASTER'S GUIDE.** The complete guide for the Dungeon Master in AD&D® game campaigns.

❖ **MONSTROUS COMPENDIUMS, VOLUMES ONE, TWO, AND THREE.** Now get three volumes filled with dragons, giants, trolls, killer oozes, shadows and much more!

❖ **DUNGEON MASTER'S REFERENCE SCREEN.** All the stats and figures every DM needs when running an adventure are now right at hand!

❖ **CHARACTER RECORD SHEETS.** Now you can record all the necessary information in a clear, concise format for faster, more spontaneous playing.

TSR, Inc.™ **THESE TSR PRODUCTS AVAILABLE AT YOUR LOCAL BOOKSTORE OR HOBBY SHOP!**

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CLUE BOOKS

Valuable aids to players of SSI's vastly popular ADVANCED DUNGEONS & DRAGONS® computer products POOL OF RADIANCE, HILLSFAR, HEROES OF THE LANCE and CURSE OF THE AZURE BONDS, these clue books provide more than vague hints and sketchy references. As *complete player's guides*, they provide highly detailed maps, game-winning strategies, valuable hints, even step-by-step instructions in some cases!

Everything you need for a successful journey into the world of AD&D® computer gaming is provided.

See "How to Order Games" for ordering information.

POOL OF RADIANCE
CLUE BOOK
$12.95

HILLSFAR
CLUE BOOK
$7.95

HEROES OF THE LANCE
CLUE BOOK
$6.95

CURSE OF THE AZURE BONDS
CLUE BOOK
$12.95

HINT SHEET FOLDER

This folder contains hint sheets covering each of our current fantasy games* as well as general pointers on strategies for the wargames. If you've ever wanted help with our fantasy or wargames, this folder could be what you're looking for! The cost of the Hint Sheet Folder is $1.00 plus $3.00 shipping and handling.**

To order one please send your check or money order for $4.00 (California residents please add the appropriate sales tax to the $1.00) to SSI at the address below (do not send to Electronic Arts). Please enclose your name and full mailing address with zip code. Allow 2-4 weeks for delivery.

HINT SHEET FOLDER
Strategic Simulations, Inc.
675 Almanor Ave.
Sunnyvale, CA 94086

*Does not include AD&D® Computer Products.

**In the Continental U.S., UPS Blue service (faster shipping time) is available for $5.00.

TECHNICAL HOTLINE: (408) 737-6810

Recorded hints and other product information are available 24 hours a day, 7 days a week on our Hotline. To speak with a member of our Technical Support Staff please call the Hotline number between 11 a.m. and 5 p.m. Pacific Time, Monday-Friday, excluding holidays.

STRATEGIC SIMULATIONS, INC.®

Every SSI game carries a 14-day "satisfaction or your money back" guarantee.

To exercise this guarantee, you must return the complete game(s) within 14 days of receipt with your dated sales slip to:

Strategic Simulations, Inc.
675 Almanor Avenue
Sunnyvale, CA 94086.

HOW TO ORDER GAMES

Visit your retailer or call:
800-245-4525, Monday-Friday, 8 a.m.- 5 p.m. Pacific Time, for VISA or MASTERCARD orders. To purchase by mail, send check or money order (U.S. $, U.S. or Canadian bank) to Electronic Arts, P.O. Box 7530, San Mateo, CA 94403 (California residents add 7% sales tax).

Shipping & handling:
1 Game: $3.00, 1 Clue Book: $2.00, (add $1.00 for each additional item).

Be sure to specify the computer format of the game.

Availability dates of new products are subject to change.

Please allow 1-3 weeks for delivery.

Back-up/replacement disks:
Order directly from SSI. Send $10 per disk plus $3.00 shipping/handling (California residents add applicable sales tax) to:

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675 Almanor Avenue
Sunnyvale, CA 94086

THE COMPLETE LIST

APPLE®

TITLE	MEMORY	P*	R*	E*	PRICE
WARGAMES					
BATTLES OF NAPOLEON™	64K	7.5	8.1	7.9	$49.95
GETTYSBURG...TURNING POINT™	64K	7.5	7.8	7.5	$59.95
OVERRUN!™	64K	7.2	7.5	7.6	$49.95
PANZER STRIKE!™	64K	7.4	7.9	7.5	$49.95
TYPHOON OF STEEL™	64K	7.3	7.8	7.5	$49.95
FANTASY/ADVENTURE					
DEMON'S WINTER™	64K	7.1	6.8	7.2	$29.95
PHANTASIE III™	48K	7.5	7.0	7.4	$39.95
QUESTRON II™	64K	7.4	6.6	7.0	$44.95
ADVANCED DUNGEONS & DRAGONS® COMPUTER PRODUCTS					
† CURSE OF THE AZURE BONDS	128K	NA	NA	NA	$49.95
DUNGEON MASTERS ASSIST. Vol. I	64K	6.5	7.2	5.8	$29.95
DUNGEON MASTERS ASSIST. Vol. II	64K	NA	NA	NA	$29.95
† POOL OF RADIANCE	128K	7.4	7.7	7.7	$44.95
WAR OF THE LANCE	64K	NA	NA	NA	$39.95

† 128K Apple IIe/IIc, and IIGS compatible.

MACINTOSH®

TITLE	MEMORY	P*	R*	E*	PRICE
ADVANCED DUNGEONS & DRAGONS® COMPUTER PRODUCTS					
**POOL OF RADIANCE	1Mb	NA	NA	NA	$49.95

**Supports color on Macintosh II with color monitor

APPLE IIGS®

TITLE	MEMORY	P*	R*	E*	PRICE
ADVANCED DUNGEONS & DRAGONS® COMPUTER PRODUCTS					
POOL OF RADIANCE	768K	NA	NA	NA	$49.95
FANTASY/ADVENTURE					
ROADWAR 2000™	512K	7.1	6.7	6.8	$44.95
QUESTRON II ™	512K	7.5	6.8	7.0	$49.95

‡ Requires joysticks.

*Our customer response cards, included in all SSI game boxes, asked you, the player, to rate each game for Playability (P), Realism (R), and Excitement (E). 9 is excellent and 1 poor. Here, we present the average scores for each game. NA means not available due to a game's recent or future release.

COMMODORE 64™/128™

TITLE	MEMORY	P*	R*	E*	PRICE
WARGAMES					
BATTLES OF NAPOLEON™	64K	7.7	8.2	8.0	$49.95
‡ FIRST OVER GERMANY™	64K	7.3	7.6	7.2	$49.95
GETTYSBURG...TURNING POINT™	64K	7.6	7.8	7.5	$59.95
OVERRUN!™	64K	7.3	7.6	7.5	$49.95
PANZER STRIKE!™	64K	7.5	7.9	7.6	$44.95
SONS OF LIBERTY™	64K	7.7	7.5	7.3	$34.95
‡ STORM ACROSS EUROPE™	64K	NA	NA	NA	$59.95
TYPHOON OF STEEL™	64K	7.3	7.8	7.4	$49.95
‡ WARGAME CONSTRUCTION SET™	64K	7.2	6.6	6.6	$29.95
SCIENCE FICTION					
ROADWAR 2000™	64K	7.2	6.9	7.0	$39.95
FANTASY/ADVENTURE					
DEMON'S WINTER™	64K	7.2	7.0	7.2	$29.95
PHANTASIE III™	64K	7.6	7.4	7.7	$39.95
QUESTRON II ™	64K	7.9	7.1	7.5	$39.95
ADVANCED DUNGEONS & DRAGONS® COMPUTER PRODUCTS					
CURSE OF THE AZURE BONDS	64K	8.2	8.1	8.3	$39.95
‡ DRAGONS OF FLAME	64K	NA	NA	NA	$29.95
DUNGEON MASTERS ASSIST. Vol. I	64K	6.4	7.1	5.8	$29.95
DUNGEON MASTERS ASSIST. Vol. II	64K	NA	NA	NA	$29.95
‡ HEROES OF THE LANCE	64K	7.0	6.8	7.0	$29.95
‡ HILLSFAR	64K	7.5	7.0	6.9	$39.95
POOL OF RADIANCE	64K	7.9	8.0	8.0	$39.95
WAR OF THE LANCE	64K	NA	NA	NA	$39.95

TO ORDER:

Visit your retailer or call 800-245-4525, Monday-Friday, 8 a.m.- 5 p.m. Pacific Time, for VISA or MASTERCARD orders. To purchase by mail, send check or money order (U.S. $, U.S. or Canadian bank) to Electronic Arts, P.O. Box 7530, San Mateo, CA 94403 (California residents add 7% sales tax).

Shipping & handling:
1 Game: $3.00, 1 Clue Book: $2.00, (add $1.00 for each additional item).

Be sure to specify the computer format of the game.

Availability dates of new products subject to change.

Please allow 1-3 weeks for delivery.

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OF GAMES FROM SSI

IBM® PC & COMPATIBLES

TITLE	MEMORY	MODE	P*	R*	E*	PRICE
WARGAMES						
BATTLES OF NAPOLEON™	**384K**	**2**	**NA**	**NA**	**NA**	**$49.95**
FIRST OVER GERMANY™	384K	2	6.9	7.1	6.5	$49.95
GETTYSBURG...TURNING PT.™	128K	1	7.4	7.6	7.3	$59.95
KAMPFGRUPPE™	256K	1	6.9	7.3	7.2	$59.95
RED LIGHTNING™	512K	2	6.8	7.9	7.1	$59.95
SECOND FRONT™	**512K**	**2**	**NA**	**NA**	**NA**	**$59.95**
SHILOH: GRANT'S TRIAL...™	256K	1	7.4	7.4	7.1	$39.95
SONS OF LIBERTY™	256K	2	7.4	7.2	7.1	$39.95
STORM ACROSS EUROPE™	**512K**	**2**	**NA**	**NA**	**NA**	**$59.95**
✘ WARGAME CONST. SET™	256K	3	6.9	6.5	6.5	$39.95
WARSHIP™	384K	1	6.9	7.0	6.6	$59.95
SCIENCE FICTION						
✘ STAR COMMAND™	256K	2	7.4	7.0	7.5	$49.95
✘ STELLAR CRUSADE™	256K	4	6.9	6.9	6.5	$49.95
FANTASY/ADVENTURE						
DEMON'S WINTER™	384K	2	7.2	6.6	6.9	$34.95
PHANTASIE III™	256K	1	7.4	6.9	7.4	$39.95
✘ QUESTRON II™	256K	3	7.2	6.4	6.8	$44.95
✔ **SWORD OF ARAGON™**	**384K**	**3**	**NA**	**NA**	**NA**	**$39.95**
ADVANCED DUNGEONS & DRAGONS® COMPUTER PRODUCTS						
✔ CURSE... AZURE BONDS	512K	3	7.8	7.9	8.2	$49.95
✔ **DRAGONS OF FLAME**	**512K**	**3**	**NA**	**NA**	**NA**	**$39.95**
D.M. ASSISTANT Vol. I	256K	-	7.2	7.4	6.1	$29.95
D.M. ASSISTANT, VOL. II	**384K**	**-**	**NA**	**NA**	**NA**	**$29.95**
✔ HEROES OF THE LANCE	384K	2	7.0	7.1	7.2	$39.95
✘ HILLSFAR	384K	3	7.4	6.9	7.0	$49.95
✔ POOL OF RADIANCE	384K	3	7.5	7.7	7.8	$49.95

Mode = Type of color card required:
1 = CGA; **2** = CGA, EGA; **3** = CGA, EGA, TANDY 16 COLOR;
4 = CGA, EGA, HGA, VGA.

ATARI® 8-BIT

TITLE	MEMORY	P*	R*	E*	PRICE
‡ WARGAME CONSTRUCTION SET™	48K	7.5	6.9	7.1	$29.95

IBM USERS:

IBM PC products come with 5¼" disks only unless otherwise specified:

✘ = 3½" and 5¼" disks are both included.

✔ = Separate 3½" and 5¼" disks are available. Disk size must be specified when ordering.

‡ Requires joysticks.

First Over Germany includes graphics routines from The Graphics Magician® byPolarware.™

ATARI ST®

TITLE	MEMORY	P*	R*	E*	PRICE
WARGAMES					
RED LIGHTNING™	512K	7.5	7.5	7.4	$59.95
WARGAME CONSTRUCTION SET™	512K	7.2	6.6	6.5	$34.95
SCIENCE FICTION					
STELLAR CRUSADE™	512K	6.7	7.2	6.9	$54.95
FANTASY/ADVENTURE					
DEMON'S WINTER™	512K	7.6	6.9	7.1	$39.95
PHANTASIE III™	512K	7.9	7.3	7.8	$39.95
QUESTRON II™	512K	7.5	6.7	7.1	$49.95
ADVANCED DUNGEONS & DRAGONS® COMPUTER PRODUCTS					
‡ **DRAGONS OF FLAME**	**512K**	**NA**	**NA**	**NA**	**$39.95**
‡ HEROES OF THE LANCE	512K	7.0	7.4	7.5	$39.95
HILLSFAR	**512K**	**NA**	**NA**	**NA**	**$49.95**
POOL OF RADIANCE	**512K**	**NA**	**NA**	**NA**	**$49.95**

COMMODORE AMIGA™

TITLE	MEMORY	P*	R*	E*	PRICE
WARGAMES					
GETTYSBURG...TURNING POINT™	512K	7.3	7.7	7.3	$59.95
KAMPFGRUPPE™	512K	6.7	7.2	6.9	$59.95
RED LIGHTNING™	**512K**	**NA**	**NA**	**NA**	**$59.95**
SCIENCE FICTION					
STAR COMMAND™	**512K**	**NA**	**NA**	**NA**	**$49.95**
STELLAR CRUSADE™	**512K**	**NA**	**NA**	**NA**	**$54.95**
FANTASY/ADVENTURE					
DEMON'S WINTER™	512K	6.8	6.4	6.5	$39.95
PHANTASIE III™	512K	7.6	6.8	7.2	$39.95
QUESTRON II ™	512K	7.4	6.5	6.7	$49.95
ADVANCED DUNGEONS & DRAGONS® COMPUTER PRODUCTS					
‡ DRAGONS OF FLAME	**512K**	**NA**	**NA**	**NA**	**$39.95**
‡ HEROES OF THE LANCE	512K	6.8	7.0	7.0	$39.95
*HILLSFAR	**512K**	**NA**	**NA**	**NA**	**$49.95**
POOL OF RADIANCE	**512K**	**NA**	**NA**	**NA**	**$49.95**

* Does not support Kickstart 1.3 unless you have 1Mb of RAM.

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RUSSIAN FRONT:

See pages 5 & 6 for details.

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